



APPENDIX B

*Mathematics K to 7
Grade Collections*

MATHEMATICS K TO 7 : GRADE COLLECTIONS

This section begins with an overview of the comprehensive resources for this curriculum, then presents Grade Collection charts for each grade. These charts list both *comprehensive* and *additional* resources for each curriculum organizer for the grade. The charts are followed by an annotated bibliography. Teachers should check with suppliers for complete and up-to-date ordering information. Most suppliers maintain web sites that are easy to access.

The learning resources identified in the Mathematics K to 7 Grade Collections have been evaluated through the Western Canadian Protocol Learning Resources Evaluation process and subsequently have been given Provincially Recommended status by the Ministry of Education.

MEDIA ICONS KEY



Audio Cassette



CD-ROM



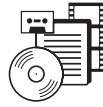
Film



Games/Manipulatives



Laserdisc/Videodisc



Multimedia



Music CD



Print Materials



Record



Slides



Software



Video

**MATHEMATICS K TO 7 GRADE COLLECTIONS
OVERVIEW OF COMPREHENSIVE RESOURCES**

Interactions (Grades K to 7)

Activity-based math program is designed to stimulate mathematical thinking and to help students be flexible problem solvers and develop positive attitudes toward math. For primary grades, the components include a teachers resource binder, blackline masters, activity cards and booklets. For Kindergarten and Grade 2, there is also a math literature pack with big books, small books and audio cassettes. For Grades 4 to 7, the components comprise a student book and teachers resource book, which is essential in developing appropriate concept depth. There are additional assessment booklets and blackline masters for Grade 7. A glossary is not included. Effective use of this program requires familiarity with all of the components and how they coordinate. Teachers will need to supplement the learning outcomes for 3-D objects and 2-D shapes at the Grade 6 level and geometrical transformations at the Grade 7 level. References to technology are lacking.

The Learning Equation: Mathematics 7
(Grade 7)

Interactive CD-ROMs for Macintosh or Windows present lessons in the consistent format of introduction, tutorial example, summary of concepts, practice problems, extra practice and a self-check. Students are able to monitor their own progress through the various components of each lesson, set the sound level to their own liking and control the pace. The program uses many “explorers,” which allow students to simulate mathematics concepts. Also included on the CD-ROMs is a glossary that students can access as a pull-down menu. Print support

consists of a student refresher and a teachers manual. The student refresher follows the organization of the CD-ROMs and provides additional examples and answers. The teacher’s manual includes installation notes, instructional summaries, prerequisite skills, and cross-references to the CD-ROMs.

MATHPOWER 7, Western Edition (Grade 7)

Program presents concepts and skills in a problem-solving context. Components include a student text, teachers guide and blackline masters. Requires the use of manipulatives and integrates the use of appropriate technology. Teachers may need to augment the processes related to estimation and mental math.

Mathworks: Book A (Grade 1)

Activity-based math program comprising a teachers resource book, blackline masters and gameboards, builds on the students world of experience and interests. Focusses on mathematical thinking, reasoning and problem solving. Teachers will need to provide additional activities to extend development of addition and subtraction concepts to eighteen.

Minds on Math 7, Revised Edition (Grade 7)

Program engages students in meaningful, real-world mathematics. Chapters in the student book begin with activities and exercises that allow students to assess their prior knowledge before they explore new concepts. Accompanied by a teachers resource book, template and data disk and activity cards. Requires the use of manipulatives; these are not supplied with the resource. Software requires ClarisWorks or Microsoft Works.

Quest 2000: Exploring Mathematics
(Grades K to 6)

Activity-based math program is designed to stimulate students to use mathematics to solve problems, to communicate their mathematical thinking, and to build a lifelong appreciation of an ability to use mathematics in everyday life. Components include a student book, teachers guide and journal, blackline masters, teachers support package, problem of the week transparencies, estimation and mental math activities, activity cards for exploration centres and a professional handbook. For Grades 3 to 6, there is also a technology package requiring either ClarisWorks 2.0 or Microsoft Works 3.0 or later.